Rollie

INSTRUCTION MANUAL

Dedicated to Trevor Lincoln

For spending all of those countless hours on 2 player games like this while growing up together.

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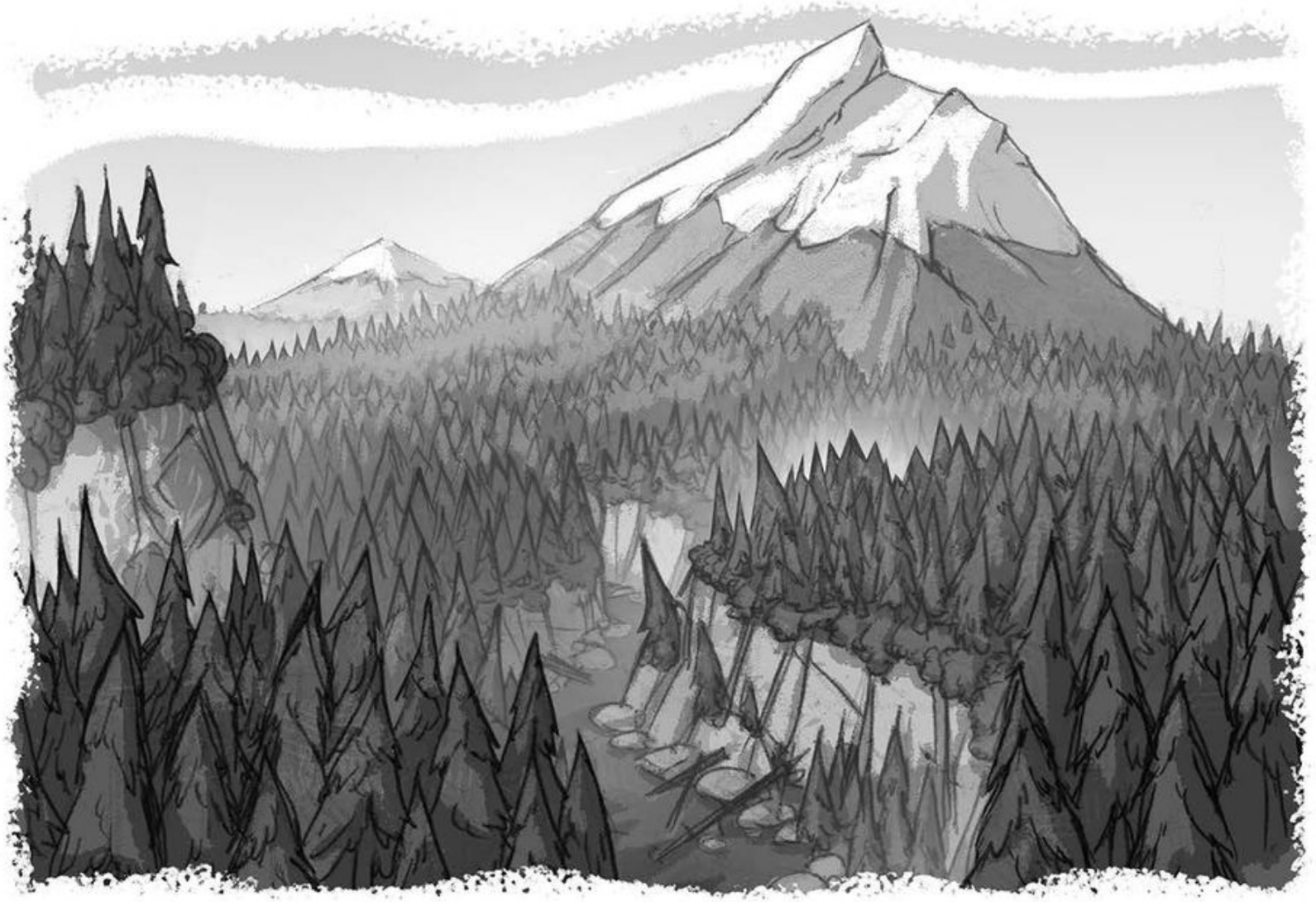


Paradise Gorge is a vast forest with fields full of sweet clovers to eat and colorful flowers to pick. It is home to animals who spend their time playing games, performing tricks and making toys and treats for each other. It has become famous for its beautiful scenery and peaceful inhabitants.

It also became famous for its rocky terrain. In the rocks are many cracks that serve as perfect homes for snakes. Within a few generations, serpents of all shapes and sizes began moving to Paradise Gorge by the thousands. Everywhere someone turned their head or laid their foot, there was a snake. Soon, there was less room for everyone to play and fewer things to share.

The sudden overcrowding of the forest caused tension among its animals. They felt like everything was someone's fault, and started supporting leaders who weren't afraid to act mean and greedy. These new leaders encouraged everyone to be selfish and destructive toward others who didn't agree with them. Almost everyone became too afraid to share or play with a new friend. Paradise Gorge had evolved into a dystopian nightmare.

Fortunately, a pair of leaders have kept their cool during these chaotic times. They aim to restore their home back to a peaceful environment and foster a system of trust that will work well with its new population dynamic.

They can't do it alone, they need your help!

PLAYERS

ROLLIE

Player 1 controls Rollie, a bold and outgoing raccoon hero who doesn't take no for an answer. While he often comes off as abrasive and quarrelsome, he is very wise and is always prepared to battle for what is right.

LORRIE

Player 2 controls Lorrie, a smart and patient raccoon heroine who never gives up on anyone. Although she seems nervous and oblivious at times, she is very calm, attentive, and responsible when it comes to the needs of others.

GETTING STARTED

Once you have inserted the cartridge of **Rollie** in your Nintendo Entertainment System and have pushed the power button, you will be taken to the game's title screen.

Push the start button on player 1. You can choose one or two players by pushing UP, DOWN, or SELECT. Once you have chosen the number of players, Push START again.

You can choose to **START GAME** or enter a **PASS WORD** if you are continuing from a previous play-through. Again, push UP, DOWN, or SELECT to choose, then push START.

OBJECTIVE

In Paradise Gorge, there are **sixteen stages** filled with dangerous cliffs and hostile animals. Your mission is to trek across each stage and defeat its leader. Once the leader is defeated, the stage will be primed for positive influences under Rollie's and Lorrie's new leadership. You will then proceed to the next stage. Once you have completed the sixteenth stage, Paradise Gorge will be saved and the game will be completed.

In two player mode, if a player completes a stage, the other player will begin their turn.

PASSWORD

Once you have completed a stage you will receive a 4-digit password. This will allow you to continue from the stage you will be advancing to. To do this you must access the password entry screen from the game's title screen.

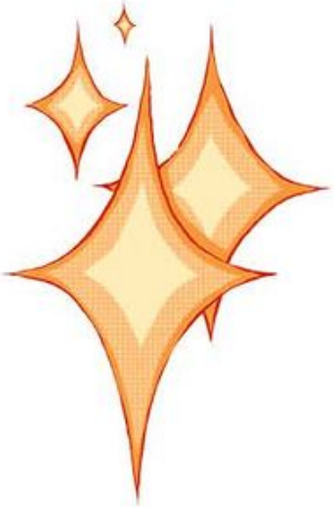
To use the password from the title screen, select one or two players, then select **PASS WORD**. You will be taken to a screen where you can enter your password. Push **UP** and **DOWN** to change the number in one of the password digits, and push **LEFT** and **RIGHT** to select the digit you want to change. If all of the digits are a match, then you will continue from where you received the password.

GETTING DEFEATED

If you lose all of your power hearts, fall down a pit, or run out of time, you will be defeated. This means you will lose one life and restart the stage.

If you lose all of your lives, you will receive a **game over** and be taken back to the main title screen. If you wish to continue from the stage where you were just defeated, push the start button a few times quickly; your settings will be pre-entered and you will continue from the stage you were previously playing.

In two player mode, if a player is defeated, the other player will begin their turn.



CHECKPOINTS

Near the midpoint of each stage is a large red ring. This is a safety point where you can start from in case you are defeated in the later part of the stage.

FLOWERS

Scattered throughout the Gorge are elegant blooms to pick. Toys and treats lie under the brush where they grow! Their color indicates what you will find.

Green Flowers

Have sweet clovers growing near them.

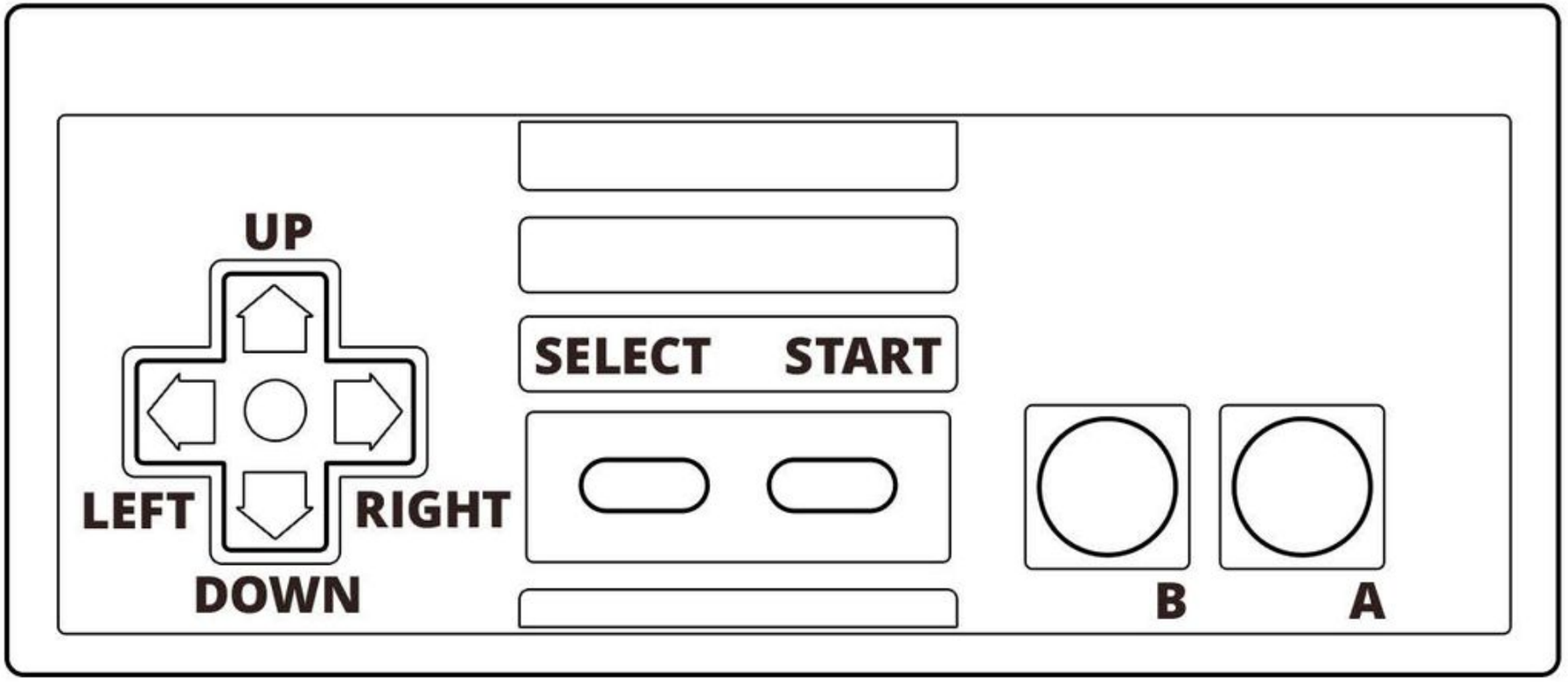
Red Flowers

Usually contain inventory items, such as power hearts, marbles, and bubbles.

Blue Flowers

Usually contain super fun power ups, so pick these when you can!

PLAYER ACTIONS & CONTROLS



You have many special abilities that can help you save the forest. You will need to practice using them and get a feel for when it is best to use them.

MOVE	LEFT/RIGHT	**BUBBLE**	UP+B
ROLL	DOWN	**UNROLL**	UP
JUMP	A	**THROW MARBLE/ZAP**	B
PAUSE	START	**CHANGE PLAYERS**	SELECT

PLAYER ACTIONS & CONTROLS

RUNNING

Because you are healthy & athletic, you can run very fast on the ground to evade fast animals.

Push **LEFT** to move left
Push **RIGHT** to move right

JUMPING

Because you love exploring the hard to reach places in the outdoors you can jump very high.

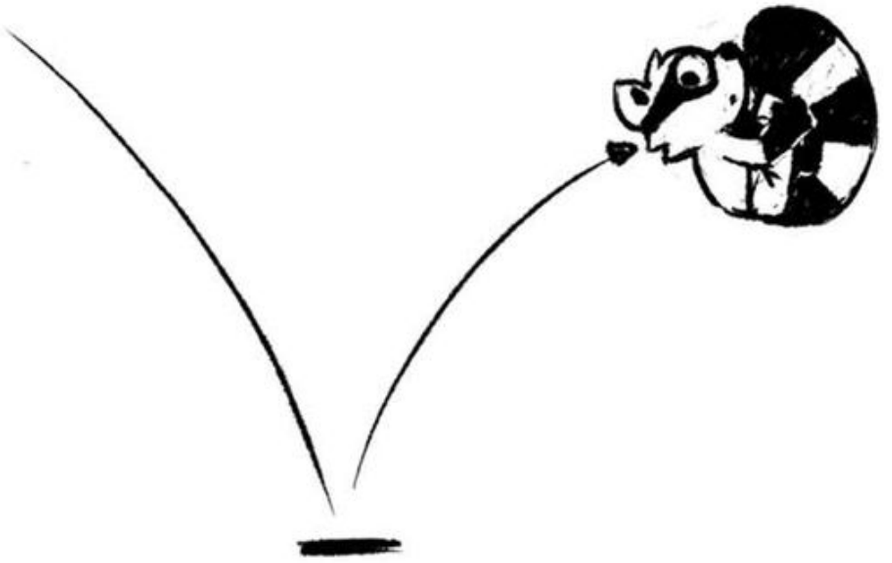
Push **A** to jump
Hold **A** to jump higher

PLAYER ACTIONS & CONTROLS

ROLLING

This is your signature move! You can curl up into a ball and travel swiftly through narrow passages.

Push **DOWN** to roll into a ball
Push **UP** to unroll



BOUNCING

While rolling you can also bounce. This allows you to move around freely at high speeds. The higher you fall from, the higher you'll bounce. The more you bounce, the lower you'll get.

ZAPPING

All of that rolling also charges you up with loads of static electricity. If you can time it right, you can zap your way through anyone at will!

Push **B** to zap while rolling

THROWING MARBLES

As a skilled player of marbles, you also have a good throwing arm. Hurl them at an opponent to defeat them.

Push **B** to throw marbles

PLAYER ACTIONS & CONTROLS

BLOWING BUBBLES

You are an avid blower of huge bubbles. Blow them up to use them as a platform to float on!

Push **UP** and **B** at the same time to blow bubbles

SWITCHING PLAYERS

In two player mode, you can let your fellow player play at any time to have a turn at saving the forest.

Push **SELECT** to switch players

MAKING FRIENDS

It's possible to get to know your fellow animals and let them become your friends. After spending quality time with them, they will open their heart and share some treats with you!

INVENTORY

At the top of the screen is information that tells you how many important things you have, from left to right, these important things are as follows:

POWER HEARTS

This is your life energy. You start with 5. When hurt by an animal or by sharp spikes, you will lose 1. If you lose them all you will be defeated.

LIVES

This is the number of times you can be defeated while completing the game. If you lose all of your lives, you will receive a "GAME OVER" and be taken to the title screen.

SWEET CLOVERS

The staple herb of Paradise Gorge! They are abundant and healthy to munch on. Consume 100 and you will earn an extra life!

MARBLES

Rounded pebbles used in the most popular sport in the forest. They are often found in bags and you start with 10. Throw these at animals to stun and defeat them.

BUBBLES

Huge bouncy spheres full of air strong enough to walk on! Blowing them is easy but to ride on them is an art. They are often found in bottles and you start with 5. Use them to reach high or distant areas.

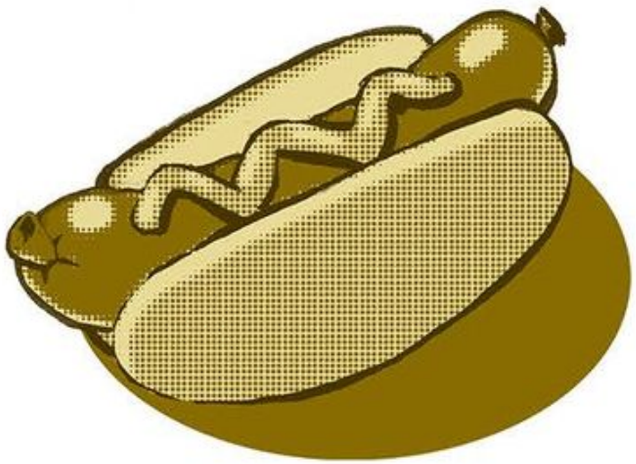
1:49

TIME

It is of the essence! Our heroes can't afford to stand around while peace is at stake. 500 seconds are granted to clear each stage. If time runs out, you are defeated.

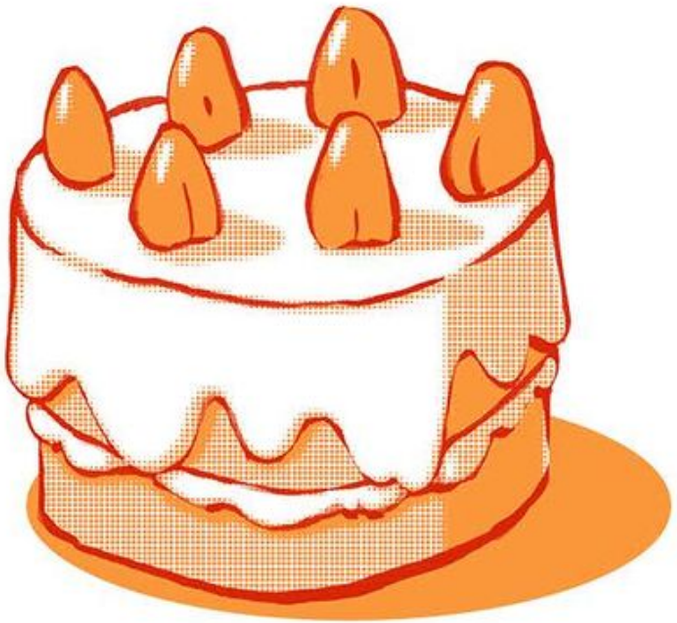
POWER UPS

These treats will give you a super-powered rush! Their effects are temporary, so make sure to party with them while you still can.



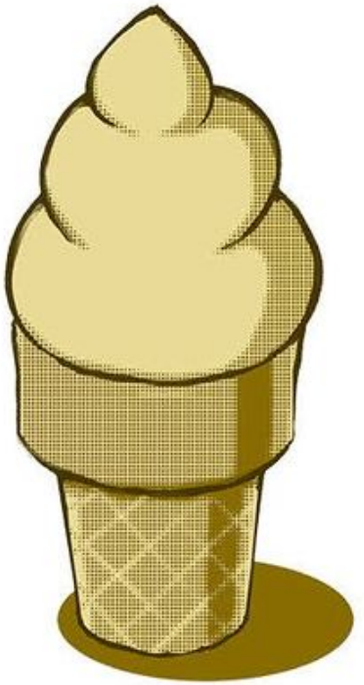
HOT DOG

Eat it and get the power to become invincible and easily defeat anyone in your way.



CAKE

A huge baked treat, enough to share with others and let them become your friends.



ICE-CREAM

Taste this to move much faster than everyone else. To you, the world will appear to be in slow motion!

BALLOON

Grab a hold of it to float over large areas!

FUZZ COLA

Drink this and you will feel light as a cloud. You will be able to leap high and slowly fall.

ROOT BEER

This beverage will make you feel heavy. When you bounce as a ball, it will shake the earth and quake everyone out of sight.

LIME TIME

The strangest of sodas. One taste will literally have you walking on air.

ANIMALS

These are the misguided citizens of Paradise Gorge. They are angry, paranoid, and out of control. Take any necessary action to neutralize their negative behavior if you can't avoid them.

BATS

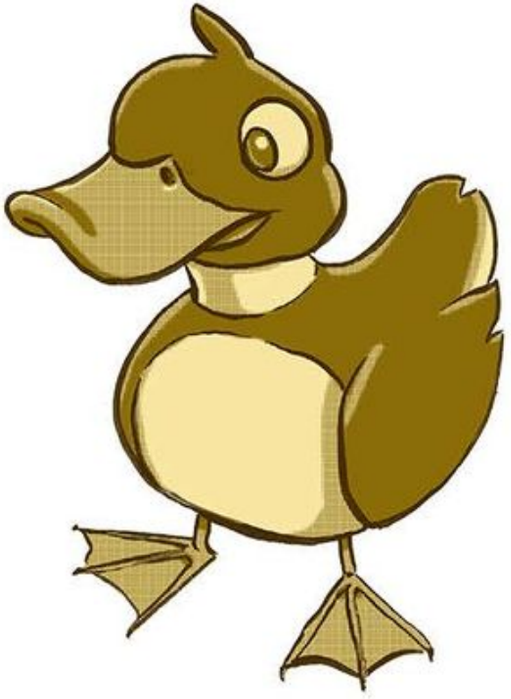
are easily irritated now that animals are moving into their caves in hordes. They'll dive at anyone stirring below.

RABBITS

are skittish animals who aren't sure whether to run away or chase you. Even though they are athletic, they aren't very bright.

SQUIRRELS

are hyper and erratic. They don't hold still for anyone. It's best to give them a little space before encountering them.



DUCKS

are afraid of the unrest below, so they've mostly taken to the skies. If you can grab a hold of one, you will be flown to wherever you direct it to go.

FOXES

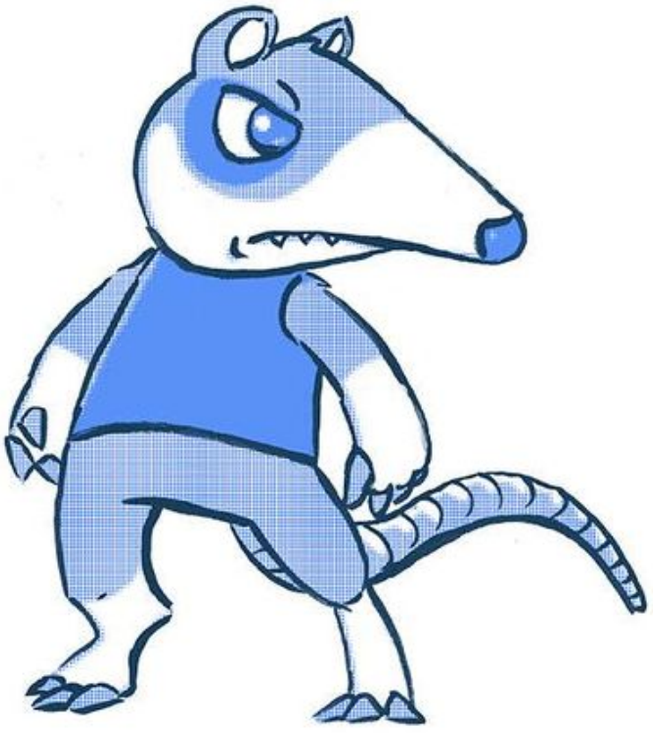
have an urge to be mean to make themselves feel better. Once they have you in their sight, they'll do their best to get you on the run.

CATS

annoyingly copy you move for move with their quick reflexes. You will need to be clever to get by them.

SKUNKS

are frustrated from having to constantly contain their strong odor. They will spray you with their foul liquid to make you understand what it feels like to smell bad.

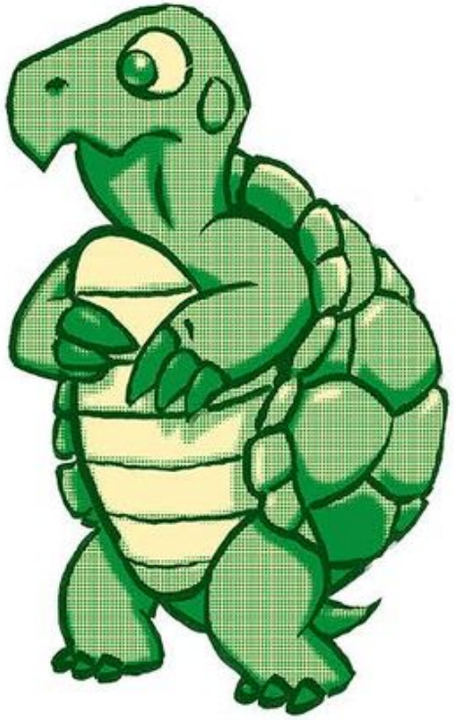


OPOSSUMS

are very territorial. They are especially rabid if you tread on their domain. If this happens be ready to dodge their charge.

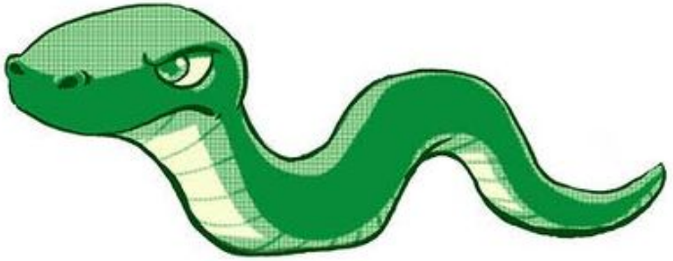
RACCOONS

are dirty, deceptive, and just as tough as you are. Your fellow raccoons are especially dangerous when they are on a roll.



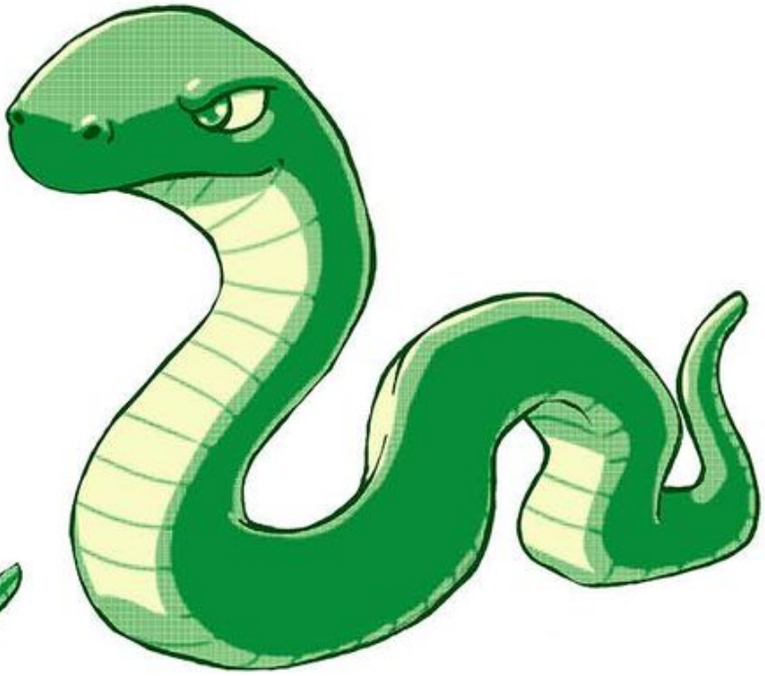
TURTLES

are insecure from being shy and slow. They are thus very defensive, doing most of their attacks while they cower in plain sight.



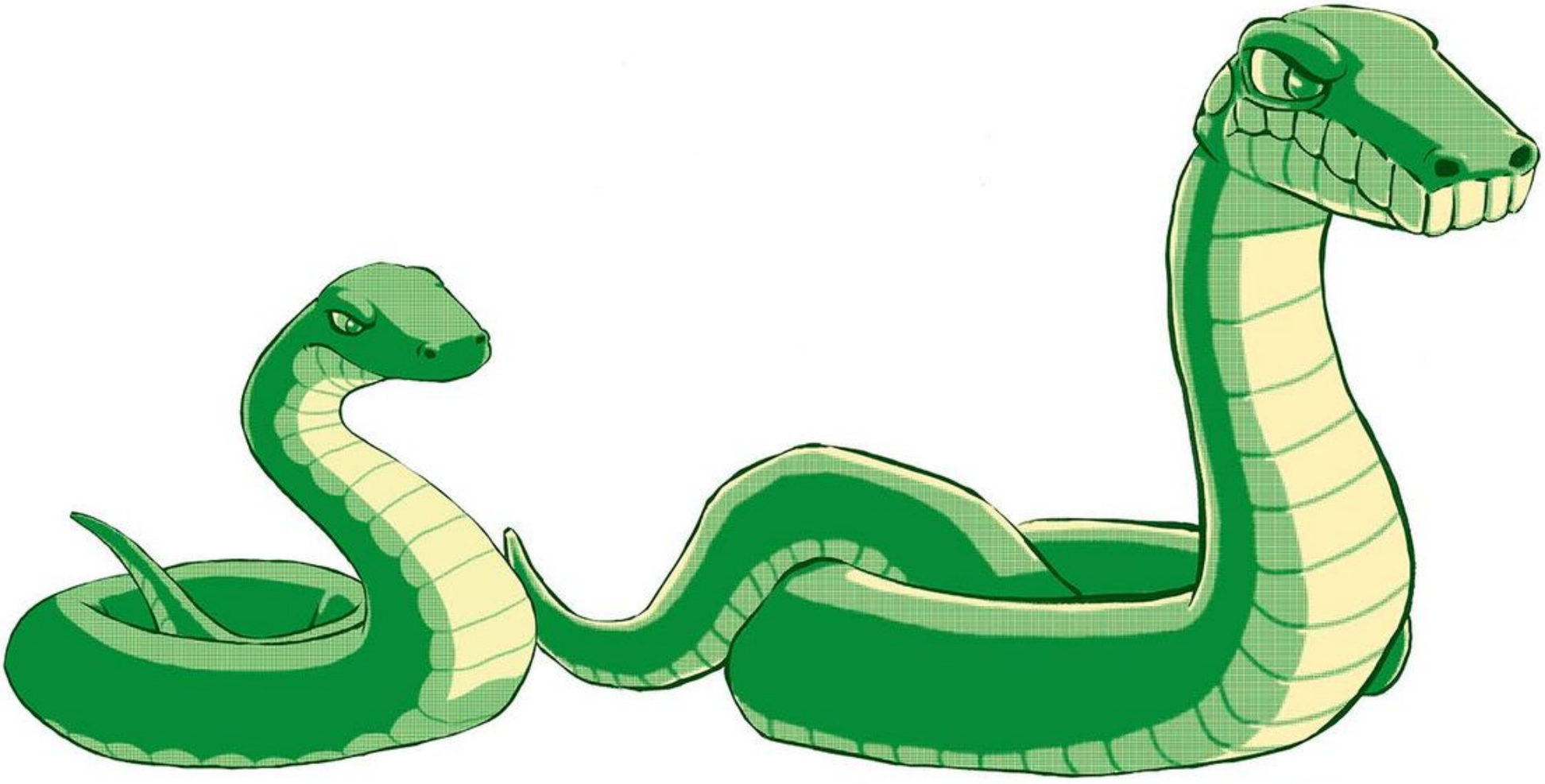
GARTERS

are skilled at crawling through cracks and clinging to rocks in unusual ways. Though they are small, they are intimidating because they are sneaky and often move in large numbers.



PYTHONS

are spoiled and lazy. Cranky as they are, their moves are predictable due to a lack of discipline.



BOAS

think themselves to be superior to others and will actively challenge you. Be ready to dodge the marbles they spit at you.

ANACONDAS

are enormous cowards that hide deep in the caves. Because of their huge size, they bully others to do selfish deeds for them. You will need to challenge them in tight quarters.

- to reach narrow passages that are higher up, try rolling into a ball in mid-air by pushing "DOWN" while jumping or falling
- when bouncing as a ball on top of other animals you will always bounce a certain height.
- you can bounce super high if you leap off a high ledge and hit the low ground while rolling
- on stages with strong weather, be ready for a change of the wind's direction if the air has been blowing the same way for a long period of time.
- there are many hidden bonus items in Paradise Gorge. Try playing around in hard to reach areas!

NOTES

CREDITS

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Thank you

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Optovania